platforms, devices and/or modules may be configured (or exclude) with similar or the same functionality.

[0069] The foregoing description has been directed to specific embodiments. It will be apparent, however, that other variations and modifications may be made to the described embodiments, with the attainment of some or all of their advantages. For instance, it is expressly contemplated that the components and/or elements described herein can be implemented as software being stored on a tangible (non-transitory) computer-readable medium, devices, and memories (e.g., disks/CDs/RAM/EEPROM/etc.) having program instructions executing on a computer, hardware, firmware, or a combination thereof. Further, methods describing the various functions and techniques described herein can be implemented using computer-executable instructions that are stored or otherwise available from computer readable media. Such instructions can comprise, for example, instructions and data which cause or otherwise configure a general purpose computer, special purpose computer, or special purpose processing device to perform a certain function or group of functions. Portions of computer resources used can be accessible over a network. The computer executable instructions may be, for example, binaries, intermediate format instructions such as assembly language, firmware, or source code. Examples of computer-readable media that may be used to store instructions, information used, and/or information created during methods according to described examples include magnetic or optical disks, flash memory, USB devices provided with non-volatile memory, networked storage devices, and so on. In addition, devices implementing methods according to these disclosures can comprise hardware, firmware and/or software, and can take any of a variety of form factors. Typical examples of such form factors include laptops, smart phones, small form factor personal computers, personal digital assistants, and so on. Functionality described herein also can be embodied in peripherals or add-in cards. Such functionality can also be implemented on a circuit board among different chips or different processes executing in a single device, by way of further example. Instructions, media for conveying such instructions, computing resources for executing them, and other structures for supporting such computing resources are means for providing the functions described in these disclosures. Accordingly this description is to be taken only by way of example and not to otherwise limit the scope of the embodiments herein. Therefore, it is the object of the appended claims to cover all such variations and modifications as come within the true spirit and scope of the embodiments herein.

1. A method, comprising:
 providing a multi-user platform for hosting a game session over a communication network, the game session includes a plurality of media streams that show one or more views of live game play for the game session;
 assigning a spectator value to each media stream;
 updating one or more spectator values based on user inputs received during the game session;
 selecting, for one or more time periods of the game session, one media stream to broadcast based on the spectator value assigned to the one media stream for the one or more time periods; and
 broadcasting the one media stream over the communication network.

2. The method of claim 1, wherein the one media stream selected to broadcast for the one or more time periods is a selected media stream, the method further comprising:
 integrating the selected media stream for each of the one or more time periods of the game session into a spectator channel, and
 wherein broadcasting the selected media stream further comprises broadcasting the spectator channel over the communication network.

3. The method of claim 1, further comprising:
 providing a voting interface for the multi-user platform to receive the user inputs during the game session.

4. The method of claim 1, further comprising:
 monitoring a change in the spectator value for each media stream for the one or more time periods of the game session, and
 wherein selecting the one media stream to broadcast further comprises selecting the one media stream to broadcast based on the change in the spectator value for the one or more time periods.

5. The method of claim 1, further comprising:
 comparing the spectator value to a threshold value, and
 wherein selecting the one media stream to broadcast further comprises, selecting the one media stream to broadcast when the spectator value assigned to the one media stream meets or exceeds the threshold value.

6. The method of claim 5, wherein selecting the one media stream to broadcast further comprises, selecting a default media stream to broadcast when the spectator value assigned to the one media stream is less than the threshold value.

7. The method of claim 1, further comprising:
 broadcasting a notification that indicates a change to the one media stream selected to broadcast.

8. The method of claim 1, further comprising:
 assigning each media stream as one of a primary media stream for a player or a secondary media stream for the player, and
 wherein, the spectator value includes a weight that favors the primary media stream for the player.

9. The method of claim 1, further comprising:
 associating one or more of the plurality of media streams with a player participating in the game session, and
 wherein, the spectator value for each media stream associated with the player includes at least one of a number of users that follow the player, a change in the number of users that follow the player, a number of points awarded to the player, a change in the number of points awarded to the player, a proximity between the player and potential point awards, or a game event.

10. The method of claim 1, wherein the spectator value for one or more media streams includes at least one of a number of users accessing the one or more media streams, a change in the number of users accessing the one or more media streams, a number of users that follow a player associated with the one or more media streams, a change in the number of users that follow the player, a number of points awarded to the player, a change in the number of points awarded to the player, a proximity between the player and potential point awards, or a game event.

11. A multi-user system, comprising:
 a network interface to communicate in a communication network;
 a processor coupled to the network interface and adapted to execute one or more processes; and